

The Place of the Skull

LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

by M.W. Hess

The Place of the Skull

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The Place of the Skull

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For use with the world's most lamentable roleplaying game.

On the planet M'theria, in the cold wastes of Kordia, evil festers unchecked. **King Velkor**, ruler of the city of Oras Kuhl, has called for adventurers to rescue his daughter, the Warrior-Princess **Freya**.

It was through foul sorcery that the villain, **Skull Face**, captured the Princess, and with the help of his mutant slaves, secreted her away to the **Place of the Skull**.

The Place of the Skull is an evil cliff side fortress built by an unknown civilization untold aeons ago. Skull Face and his minions have taken up residence in this unholy lair. It is there, that the party must go. Whether for good, glory or gold, it matters not.

An Audience with the King

The party are brought before King Velkor, a strong northern king, but now broken by his daughter's taking. He is slumped on his throne as the party approaches.

"Skull Face! We've balked at this 'demi-god' for years, at his mutants running amok in our fair lands. His beast-men are abominations before the sight of gods and men alike. And now, he's taken my daughter for his own!?! Steal her back!!! You'll be rewarded, of course."

At this, he motions for his servant who brings forth a platter of rubies. Grabbing a handful and flinging them at the characters, "Here, take it. There's more, enough to become kings yourselves. There comes a time when the jewels lose their luster and all that remains is a father's love for his daughter."

Each character can grab 2d20 rubies, each worth 100sp. If they return with the Princess they will be rewarded 20,000 silver pieces, as well as the king's gratitude.

Journey Through the Wilderness

Oras Kuhl is a mid-sized northern city; the characters can get basic supplies here. The journey is 6 days to the north, or 3 days on horseback.

The land of Kordia is wind-swept tundra, cold and desolate. There is a 2 in 6 chance of encounter per day.

| <i>d6</i> | <i>Encounter</i> |
|-----------|-------------------------|
| 1 | Ice Fangs |
| 2 | Barbarian Raiding Party |
| 3 | Wolves of Kordia |
| 4 | Mutants |
| 5 | Alien Greys |
| 6 | Frost Giant |

Ice Fangs (1d3): Arctic saber-toothed cats, native to M'theria's colder regions.

Armor 15, Move 240', 3 Hit Dice, 13hp, 2 claws 1d4 each, if both claws hit rend for 1d8, Morale 10.

Barbarians (1d6): Barbarian clans roam the tundra in search of game.

Armor 14, Move 120', 1 Hit Dice, 6hp, spear 1d6, Morale 10.

Wolves of Kordia (1d6): Cannibals who wear wolf pelts and believe themselves to be wolves. They will kill, rape, and eat anyone they meet, hopefully in that order.

Armor 14, Move 120', 2 Hit Dice, 9hp, claw 1d4, bite 1d4, Morale 12.

Mutants (1d6): Failed genetic experiments, who have managed to survive in the wilderness.

Armor 12, Move 120', 1 Hit Dice, 6hp, basic attack 1d6, Morale 8. Roll 1d6 to determine mutation.

| <i>d6</i> | <i>Mutation</i> | <i>Effect</i> |
|-----------|------------------------|--|
| 1 | No head, face in chest | Immune to decapitation, can't wear armor |
| 2 | Four-armed | 4 fist attacks, can't wear armor |
| 3 | Dog-headed | Bite 1d4, can't wear helmets |
| 4 | Eyes in back of head | Can't be surprised, can't wear helmets |
| 5 | Snake-headed | Bite 1d4, save/Poison or lose 1d4 Constitution |
| 6 | Rock skin | Armor 19, Move 60' |

Alien Greys (1d100): The Greys have come to M'theria looking for their own test subjects.

Armor 12, Move 120', 1 Hit Dice, 2hp, ray gun 1d6, Morale 8.

Frost Giant: Big, blue, and not to be trifled with.

Armor 17, Move 120', 10 Hit Dice, 40hp, sword 4d6, Morale 12. Immune to Cold damage.

The Place of the Skull



A fortress of brooding shadows, the Place of the Skull sits on a rocky promontory of rugged mountainside. As the party approaches they see the skull-like caves in the cliff side. There is a 1 in 6 chance that a guard is on duty in one of the eye-socket lookouts; they will fire a pulse cannon at any outsiders for 2d6 damage. Otherwise, the approach is uneventful. There is no door, just a gaping mouth of darkness.

Skull Face's Location:

When the party first enters roll a d12+1 to determine which room Skull Face is in.

1. Mouth Entrance. The cave entrance branches to the left and right only to meet on the other side. A hewn

hallway leads to a set of stone double doors. The doors may be pushed open.

2. Throne Room. A large chamber with a wicked looking throne of shaped stone. The throne and the raised dais it sits on are surrounded by an anti-magic field.

3. Council Chamber. A meeting room with conference table and chairs. In the southwest corner is an ancient computer console. It has long since ceased to function. **The Mouthpiece** will be here, sitting at the console, flipping switches, pushing buttons, and talking into long dead microphones. He will not be pleased at the intrusion.

The Mouthpiece is the advisor to Skull Face, a hairless mutant with four mouths around his bald head.

The Mouthpiece:

Armor 13, Move 120', 2nd Level Specialist, 10hp, Plasma pistol 1d6, Morale 10. Skills: Languages 5, Sneak Attack 2, Stealth 2. Robes, plasma pistol.



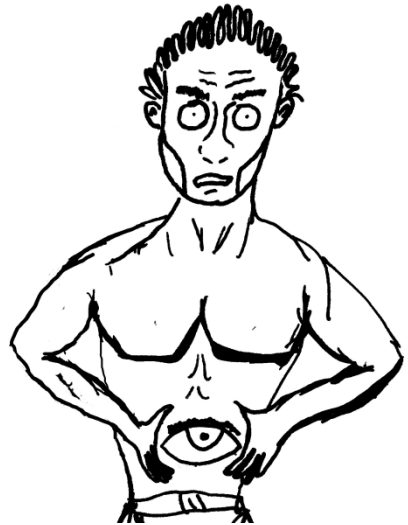
4. Scrying Chamber. This room is empty except for the rune circle that dominates the middle of the floor. The circle can be used to “see” through the eyes of the Place of the Skull. If one stands in the circle and asks to see, it will show outsiders approaching up to 20 miles away. But on a failed saving throw versus Magic, the user takes

1d6 psychic damage, as the circle drains them.

Currently **Navel Gazer** is here. He has wide, bulging eyes and a huge staring eye in his abdomen. He will attempt to charm the first intruder he sees. After that he will run through the north doors and head to whatever room Skull Face is in.

The Navel Gazer:

Armor 12, Move 120', 2nd Level Magic-User, 8hp, Plasma pistol 1d6, Morale 8. Spells: Charm Person, Magic Missile. plasma pistol, spellbook



The east door is set with a poison needle trap. Anyone opening the door without disabling it must make a saving throw versus Poison or fall into eternal sleep. The needle is laced with the Blue powder drug (areas 7 & 9).

5. Skull Face's Private Chamber.

Simple spartan quarters with a bed, dresser, and desk. In the desk is Skull Face's journal, detailing his plan to capture the Princess using strange drugs from another world, and how he plans to sacrifice her in the Crystal Chamber below on the next equinox. This, he believes, will unlock the full capabilities of the Place of the Skull.

There is a hidden door in the southeast corner which leads to the Crystal Chamber below (area 13).

6. Guest Rooms. Plain rooms with a clean bed, desk, and chair. Nothing unusual here.

7. Library. Filled with books on Sorcery and Science. It would take quite a while to peruse the books here; it is left to the Referee to determine what is actually herein.

On the desk however, are two books of interest. One is a manual on the creation of mutant hybrids. The other explains the use of the strange alien drugs used on the Princess. Blue powder to induce a death-like sleep, Black powder to awaken her, and White to make her a mindless, willing slave.

8. Kitchen. Here is where servants would prepare meals. It has seen little use in recent times.

9. Laboratory. Here is where the genetic experiments to create mutants take place. The room is filled with surgical tools and other, stranger apparatus.

Also in this room is **the Fun Guy**, a being with fungus sprouting from his semi-gelatinous body.

The Fun Guy:
Armor 15, Move 60', swim 90' 2nd Level Fighter, 14hp, +3 fungal touch 1d6, Morale 10. Fungal Touch: saving throw versus Poison or sprout fungus all over body. After a week the fungus will fall off, but the victim will suffer from fungal related problems the rest of their life.



The west wall is dominated by a large glass screen and computer consoles. All non-functional.

The counter on the south wall holds 3 vials of colored powders. Blue, Black and White. If the characters saw the book in the library they should have an idea what to do.

Blue powder puts the imbiber into an eternal sleep (saving throw versus Magic), only able to be awakened by a pinch of Black powder (1 in 10 chance it kills the sleeper instead).

Black powder can awaken someone under the influence of Blue powder, but if taken on its own make a saving throw versus Poison at -6, on a failure it causes instant death.

The White powder turns the imbiber into a mindless slave (if they fail a saving throw versus Poison), forever reduced to being a 1st Level Fighter.

Lockers on the east wall are locked, and contain 2 plasma rifles (2d4 damage), 2 plasma pistols (1d6 damage), and 3 healing doses (restore 1d3 hp).

10. Servant's Quarters. Plain rooms with a bed. Nothing unusual here.

11. Eye Socket Lookouts. Two sets of stairs lead from the Throne Room to the overhead lookout points. The eye sockets have been equipped with pulse cannons on tripods. They do 2d6 damage and have a range of 600 feet.

12. Dungeon. Here is where the Princess is being held, chained to the west wall, stripped of her armor, and in a drugged stupor.

In one of the other cells is one of Skull Face's failed experiments. Roll a random mutant from the random Mutation chart. They might be willing to help if set free.

If the characters can awaken the Princess without killing her, she too can fight. She's not called a warrior-princess for nothing, though she has no weapons or armor unless the players equip her.

| |
|---|
| <p>Warrior Princess Freya: <i>Armor 13, Move 120', 4th Level Fighter, 24hp, Morale 12. +7 melee attack, +7 ranged attack</i></p> |
|---|

13. Crystal Chamber. Reached through the secret door in Skull Face's Private Chamber (area 5), this natural cavern is loaded with crystals of various sizes, shapes, and colors. It is here, that somehow the ancients powered their strange machines and devices. It is here that Skull Face plans to sacrifice the Princess, and

pour her virgin blood on the large central crystal.

Any Magic-Users in the area feel the untapped raw power of the planet itself and can regain one spent spell slot when they first enter. This effect only works once per day per Magic-User, and will only affect the same person 1d3 times.

The Doom That Now Awaits You

If the characters don't intercede, Skull Face will carry out his plans to wake the Princess with the Black powder, and then enslave her with the White powder. He will then lead her below to the Crystal Chamber (area 13) and kill her with his sword Doombringer. He believes this will activate the sleeping fortress.

Doombringer. A sword of black crystal, Skull Face found it growing in the Crystal Chamber when he first came to this world. It is a +2 cursed longsword. It grants +2 to attack and damage, Armor becomes 18, and on a hit, the target must make a saving throw versus Magic or lose 1 point from a random ability score, permanently.

However, if used to attack any living creature, on a hit, the wielder instantly becomes Chaotic, and their Charisma

drops to 3 as their face melts off, leaving them alive but with a skull face.

Skull Face:

Armor 12(18 w/Doombringer), Move 120', 4th Level Cleric, 19hp, +3 Doombringer 1d8+2, Morale 12.

*He has prepared the following spells:
1st level: Command, Cause Light Wounds, Cause Fear.*

2nd level: Silence 15' Radius.



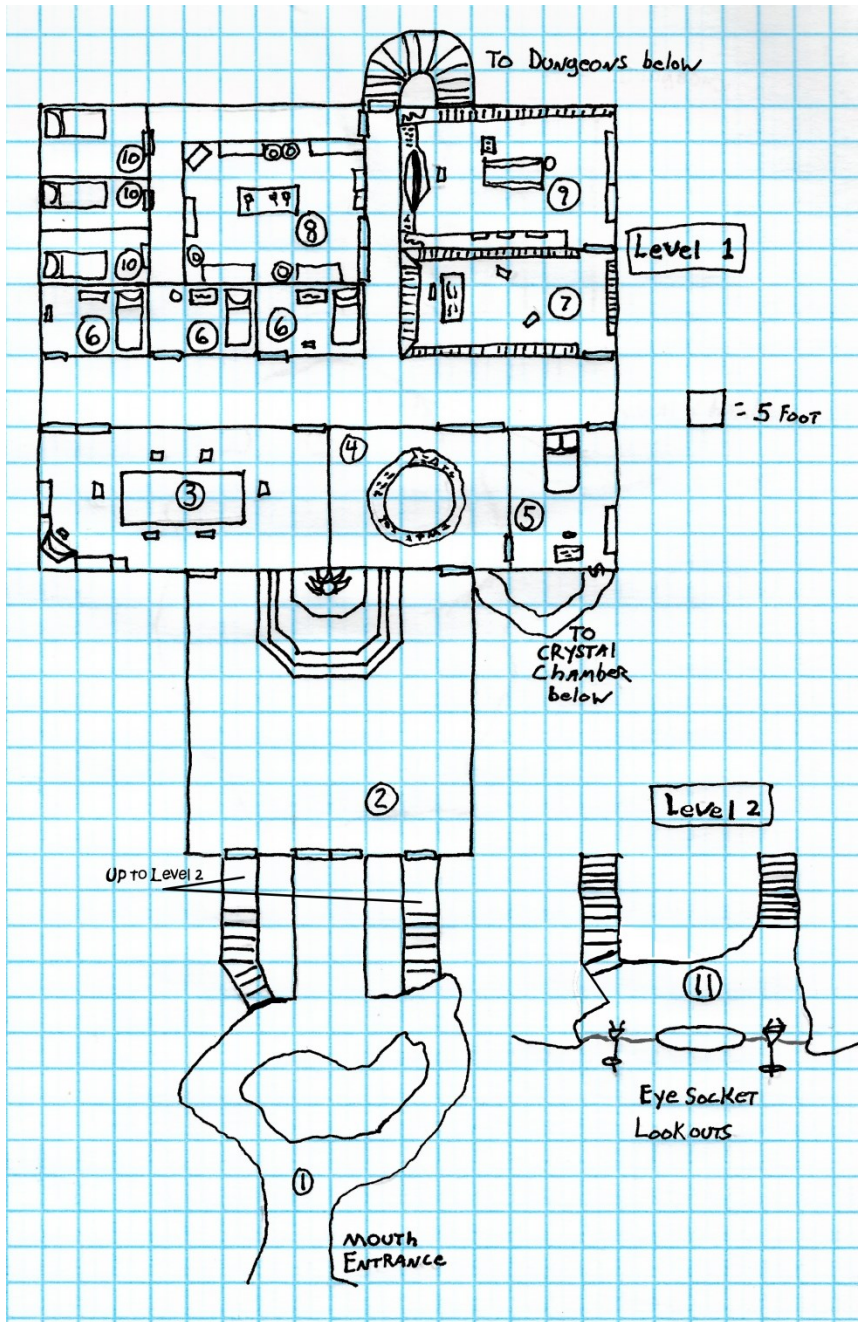
Conclusion

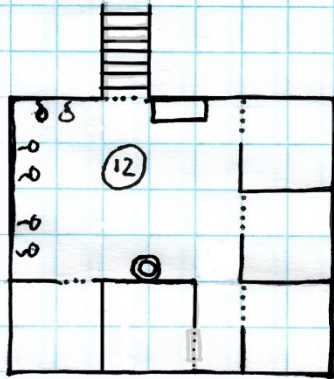
The characters may defeat Skull Face and save the Princess, if so they are heroes in Oras Kuhl and the King pays them the promised 20,000 silver pieces, and may even throw in a bonus he'll be so overjoyed.

But it is just as likely one of them becomes the next Skull Face, with an evil sword, a fortress, and knowledge to create minions, and how to enslave them.

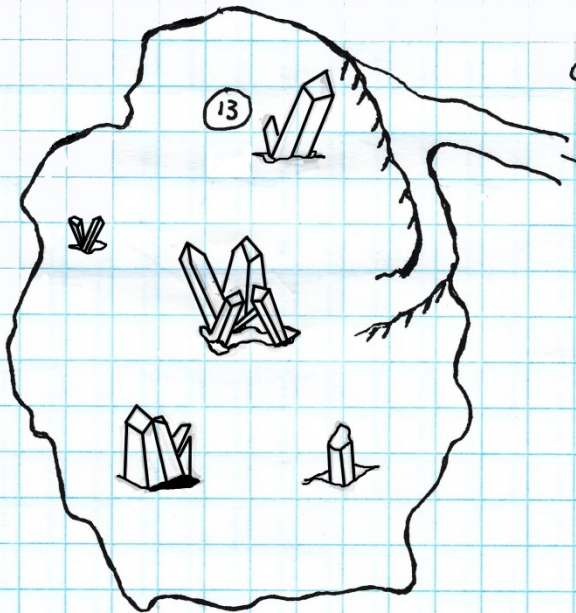
Will your players be the heroes of the land, or the next evil scourge of M'theria?

Did Skull Face kill the Princess and complete the ritual? And if so, did it work? What other secrets does the Place of the Skull contain?





Dungeons



CRYSTAL Chamber

→ TO AREA 5

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